

804347 - AAV-A - Advanced Animation

Coordinating unit:	804 - CITM - Image Processing and Multimedia Technology Centre		
Teaching unit:	804 - CITM - Image Processing and Multimedia Technology Centre		
Academic year:	2019		
Degree:	BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Teaching unit Optional)		
ECTS credits:	6	Teaching languages:	Catalan, English

Teaching staff

Coordinator: Fonts González, Elisabet

Prior skills

Learning of new contents through theory, references and practical examples.
Participative classroom where to resolve problems and discuss contents.
Practical exercises to apply and experiment with the contents of the course. They will be used to work during the week and improve the skills to master the 3D design and animation tools.

Degree competences to which the subject contributes

Specific:

CEAAD 3. (ENG) Dominar el gran abanico de herramientas profesionales del sector para la elaboración de contenidos digitales de todo tipo.

CEAAD 7. (ENG) Aplicar técnicas de modelado y animación avanzada, postproducción y efectos especiales para la elaboración de contenidos digitales y/o su inclusión en ámbitos profesionales del arte digital como en la industria cinematográfica y la del videojuego.

Transversal:

04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

05 TEQ. TEAMWORK. Being able to work as a team player, either as a member or as a leader. Contributing to projects pragmatically and responsibly, by reaching commitments in accordance to the resources that are available.

06 URI. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.

07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.

03 TLG. THIRD LANGUAGE. Learning a third language, preferably English, to a degree of oral and written fluency that fits in with the future needs of the graduates of each course.

Teaching methodology

Exhibition and learning of new contents through theory, references and practical cases.
Participatory class where to develop activities for the resolution of problems and discussion of contents.
Practical work to apply and experiment with the contents seen in class. Exercises will be proposed to work during the week and improve the experience necessary to master the 3d design tools.

Learning objectives of the subject

- Mostrar comprensión de los conceptos básicos y de los procedimientos implicados en la animación 2D y 3D, así como de

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los fundamentos matemáticos y físicos.

- Mostrar capacidad de análisis del movimiento en objetos, seres humanos y animales y capacidad de aplicar las técnicas de animación por ordenador y sus fundamentos matemáticos y físicos en animación 2D y 3D.
- Mostrar conocimiento y dominio de los procedimientos, de las técnicas, de las tecnologías y de los programas informáticos gráficos y capacidad para seleccionar el más adecuado en cada caso y para aplicarlos, en el proceso de composición y animación de objetos y personajes 2D y 3D en la creación de secuencias audiovisuales y videojuegos.
- Mostrar conocimiento de las fases de creación de una película 2D o 3D y capacidad para planificar el proceso.
- Aplicar recursos de audio.
- Analizar las técnicas utilizadas en los diferentes tipos de producciones audiovisuales para aplicarlas posteriormente mediante el uso de software.

Study load

Total learning time: 150h	Hours large group:	18h	12.00%
	Hours medium group:	26h	17.33%
	Hours small group:	0h	0.00%
	Guided activities:	16h	10.67%
	Self study:	90h	60.00%

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Content

<p>title english</p>	<p>Learning time: 15h Practical classes: 6h Self study : 9h</p>
<p>Description: 4.1. Character and Scene 4.2. Character Definition 4.3. Character goals 4.4. Acting beats and Phrasing 4.5. Phrasing</p>	
<p>2. Animals</p>	<p>Learning time: 20h Theory classes: 4h Practical classes: 4h Self study : 12h</p>
<p>Description: 2.1. Anatomy 2.2. Animal walking 2.3. I studied d' animals amb personalitat 2.4. Monstres i besties fantasmàtiques</p>	
<p>3. Introduced d' Interpretació I</p>	<p>Learning time: 15h Theory classes: 4h Practical classes: 2h Self study : 9h</p>
<p>Description: 3.1 Being an actor in the monón de l'animació 3.2 I studied bodily emotions 3.3. Posted on stage 3.4 Expressivitat de les mans 3.5 Body Llenguatge</p>	

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<p>4. Action with dialogue I</p>	<p>Learning time: 5h Practical classes: 1h Guided activities: 1h Self study : 3h</p>
<p>Description: 4.1 Analysis of dialogues 4.2 Planning 4.3 Action options</p>	
<p>5. Secondary Action</p>	<p>Learning time: 20h Practical classes: 7h Guided activities: 1h Self study : 12h</p>
<p>Description: 5.1 Us and abuse 5.2 Timing in secondary action 5.3 Use of props 5.4 Cliches</p>	
<p>6. Action with dialogue II</p>	<p>Learning time: 5h Theory classes: 1h Guided activities: 1h Self study : 3h</p>
<p>Description: 6.1 Refine 6. 2 Introduction to lip sync and facial animation 6.3 Final polishing</p>	
<p>7. The eyes</p>	<p>Learning time: 15h Theory classes: 6h Self study : 9h</p>
<p>Description: 7.2The look 7.2 Blinks 7.3Timing and emotion</p>	

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<p>8. The hands</p>	<p>Learning time: 15h Practical classes: 6h Self study : 9h</p>
<p>Description: 8.1 Put on 8.2 Acting 8.3 Constraints and contacts</p>	
<p>9. Facial expression</p>	<p>Learning time: 15h Practical classes: 6h Self study : 9h</p>
<p>Description: 9.1. Units of the face 9.2. Graphic forms 9.3. Contrast</p>	
<p>10. Motion Capture</p>	<p>Learning time: 15h Practical classes: 6h Self study : 9h</p>
<p>Description: 1. Definition of Motion Capture 2. Type of Motion Capture 2.1 Rotoscopy 2.2 Origin of rotoscoping 2.3 Cinema with rotoscoping 3. Photometry 4. The technique applied to: 4.1 Cinema 4.2 Video games 5. Animatronic a tool beyond the animation in the cinema</p>	

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Planning of activities

Action II	Hours: 4h Theory classes: 4h
<p>Description: There will be a larger action scene. The objective is to apply the knowledge acquired last year and apply it to a character that has more movement.</p>	
Pantomime	Hours: 6h Theory classes: 6h
<p>Description: A problem is posed to the character and will have to be resolved. But it can only be communicated with gestures.</p>	
Animal	Hours: 6h Self study: 6h
<p>Description: It will be practiced with the anatomy of different animals. And there are some shorts for each of them.</p>	
Examen	Hours: 2h Guided activities: 2h
Short Film	Hours: 6h Theory classes: 6h
<p>Description: A short little one will be done where it works: the storyboard, script, characters, moods ...</p>	
Acting	Hours: 6h Theory classes: 6h
<p>Description: You will have to do an act where the character has a dialogue. Therefore, dialogue, pose, and facial naturality will have to work well.</p>	
Facial	Hours: 1h Theory classes: 1h
<p>Description: There will be different facial expressions of a character</p>	

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Qualification system

Practices: 5 practices (AA1 to AA5) with a weighting of 10% of the final grade of each subject.

Control: 1 Partial Exam with a weighting of 15% of the final mark of the subject.

Final project: 1 final project (Activity AA6) with a weighting of 25% of the final mark of the subject.

Participation and attitude of learning: 10% of the mark of the subject.

Regulations for carrying out activities

A part of the exercises can be done during the classes with the teacher of the subject. Students will also have to dedicate independent work time (out of hours) to perform the exercises. To do this, you must follow the instructions specified in the working document.

The exercise once finalized will be deposited in the Virtual Campus in the delivery of the classroom of the section in the corresponding date, will only be taken into account to value those exercises delivered before the 24:00 hours of the deadline.

The documents must be completed, following the instructions, especially regarding the names of the files. The correct management of the documentation provided is an aspect of the competencies to acquire and part of the evaluation.

Bibliography

Basic:

Williams, Richard. The animator's survival kit. London: Faber and Faber. 2009.

Whitaker, Harold; Halas, John; Sito, Tom. Timing for animation . 2nd ed. Oxford : Focal Press, 2009. ISBN 9780240521602.

Thomas, F.; Johnston, O.. The illusion of life: Disney animation. New York: Hyperion, 1995.

Osipa, Jason. Stop staring : facial modeling and animation done right . 2a ed. Indianapolis, Indiana : Wiley, 2007. ISBN 9780471789208.

Luhta, E.; Roy, K.. How to cheat in Maya 2012: tools and techniques for character animation. Waltham. MA: Focal Press,, 2011.

Docter, Pete. . Walt Disney Animation Studios: Walt Diney' s nine old men. Hachette, 2013.

Deja, Andreas.. The nine old men: lessons, techiques and inspiration from Disney' s great animators. 2015.

Hooks, Ed.. Acting for animators.. London, 2011.

Jones, A.; Oliff, J.. Thinking animation: bridging the gap between 2D and CG.. Boston: MA: Course Technology,

Others resources:

Hyperlink

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Resource